TACTICAL ESPIONAGE ACTION

METAL GEAR® SOLID

A HIDEO KOJIMA GAME

MATURE 17+

®

M

CONTENT RATED BY ESRB

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Become a KONAMI INSIDER

Register now to become a "Konami Insider" at **www.konami.com** to receive exclusive game play tips and product news!

TABLE OF CONTENTS

Setup 2
Starting Up 3
Starting the Game 5
Special Controls 6
On Screen Display 8
Camera Modes 10
Enemy Alertness Level 12
Game Over 14
Saving & Loading 15
Codec 16
Codec Frequencies 17
Weapons & Items 18
Briefing & Options 21
VR Training 22
Advanced Techniques 23
Warranty 25

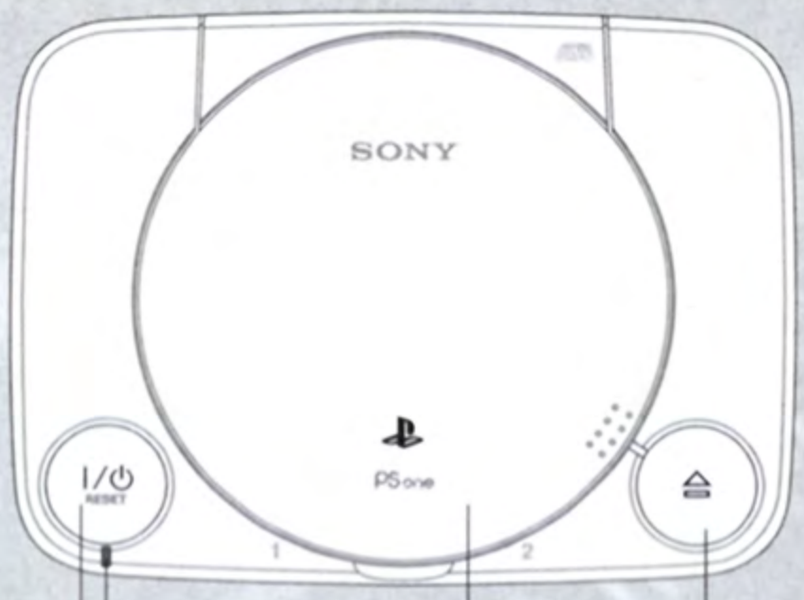
What is "Metal Gear"?

Metal Gear first went on sale in Japan on July 7, 1987. That game was born with the notion: "Fighting alone does not make a game. Stealth is more important!!" Metal Gear had a huge impact on gamers and manufacturers alike. Not only was it a new and original game design, but its story, full of plot twists and intricate human drama, garnished praise from the critics and made it into a huge international hit. The sequel, "Metal Gear 2: Solid Snake," released later, also received high praise. The release of "Solid Snake" would mark the last time that "Metal Gear" appeared on any platform. Nevertheless, the "Metal Gear" series continued to be widely discussed as a visionary masterpiece. Today, the true vision of Metal Gear will be unveiled to fans across the world in the form of "Metal Gear Solid," only for the PlayStation game console.

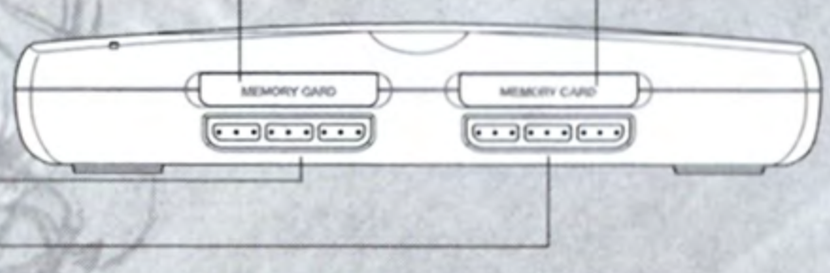
SETUP

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the METAL GEAR SOLID disc 1 and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game. Thank you for purchasing Konami's METAL GEAR SOLID. Before playing, please read this manual carefully to ensure correct use.

Top View



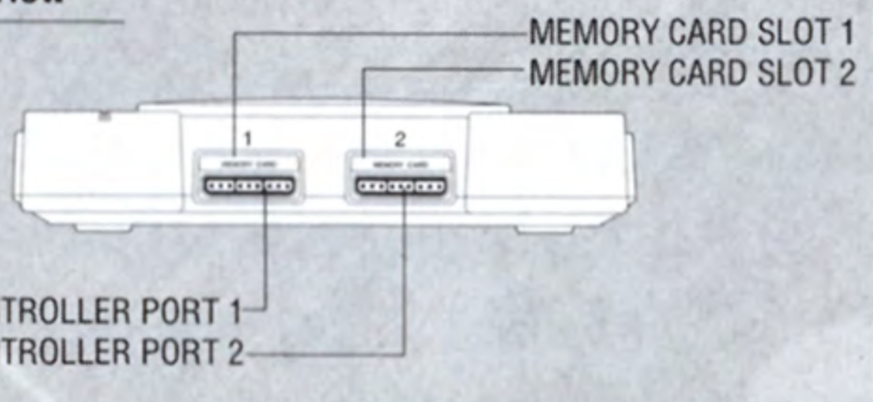
Front View



Note: You may have a console that looks like this.

Top View

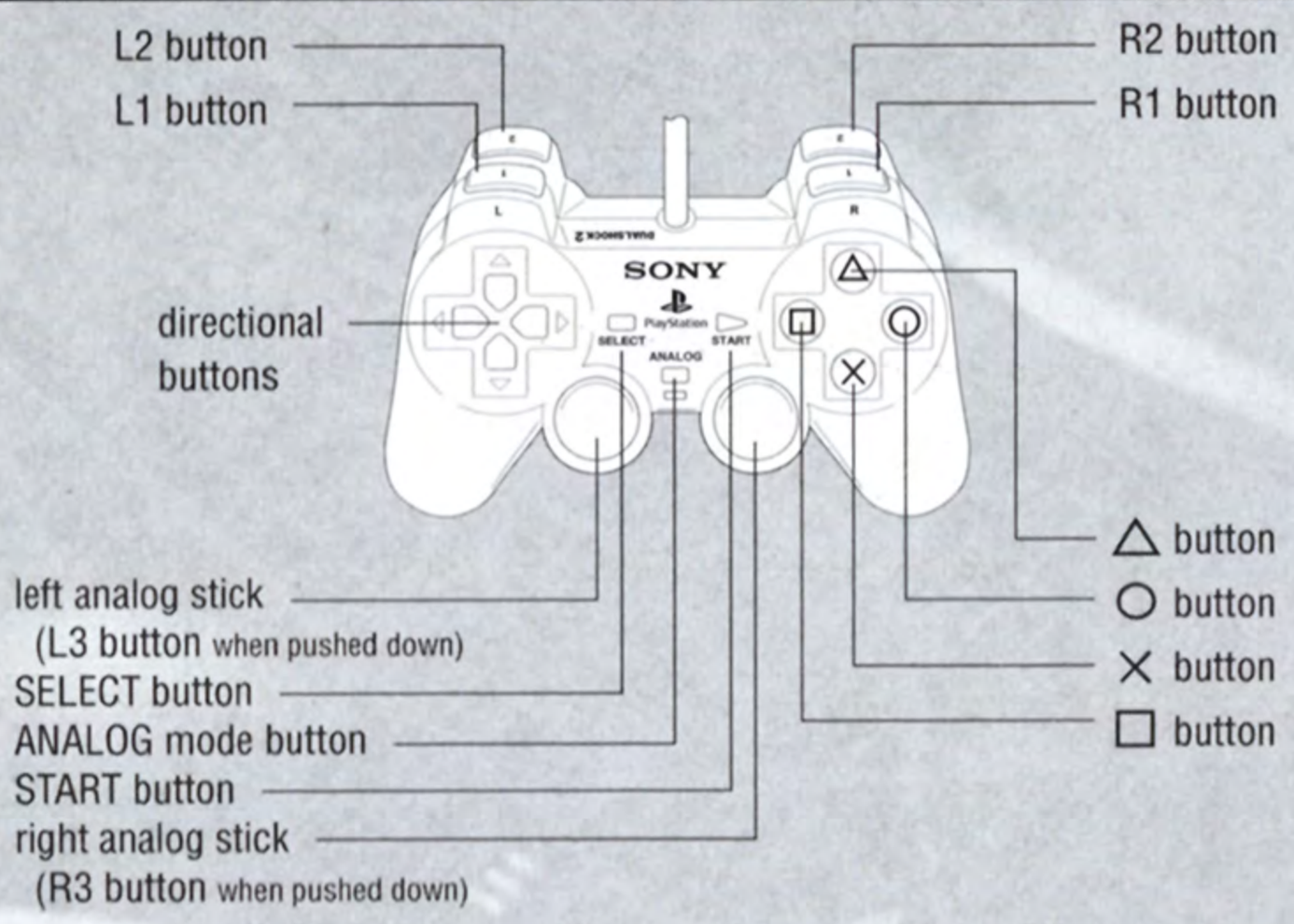
Front View



NOTE: To reset the game to the Title Screen at any time, press and hold the following buttons for 3 seconds: Start, Select, L1, L2, R1 and R2. Any unsaved data will be lost!

STARTING UP

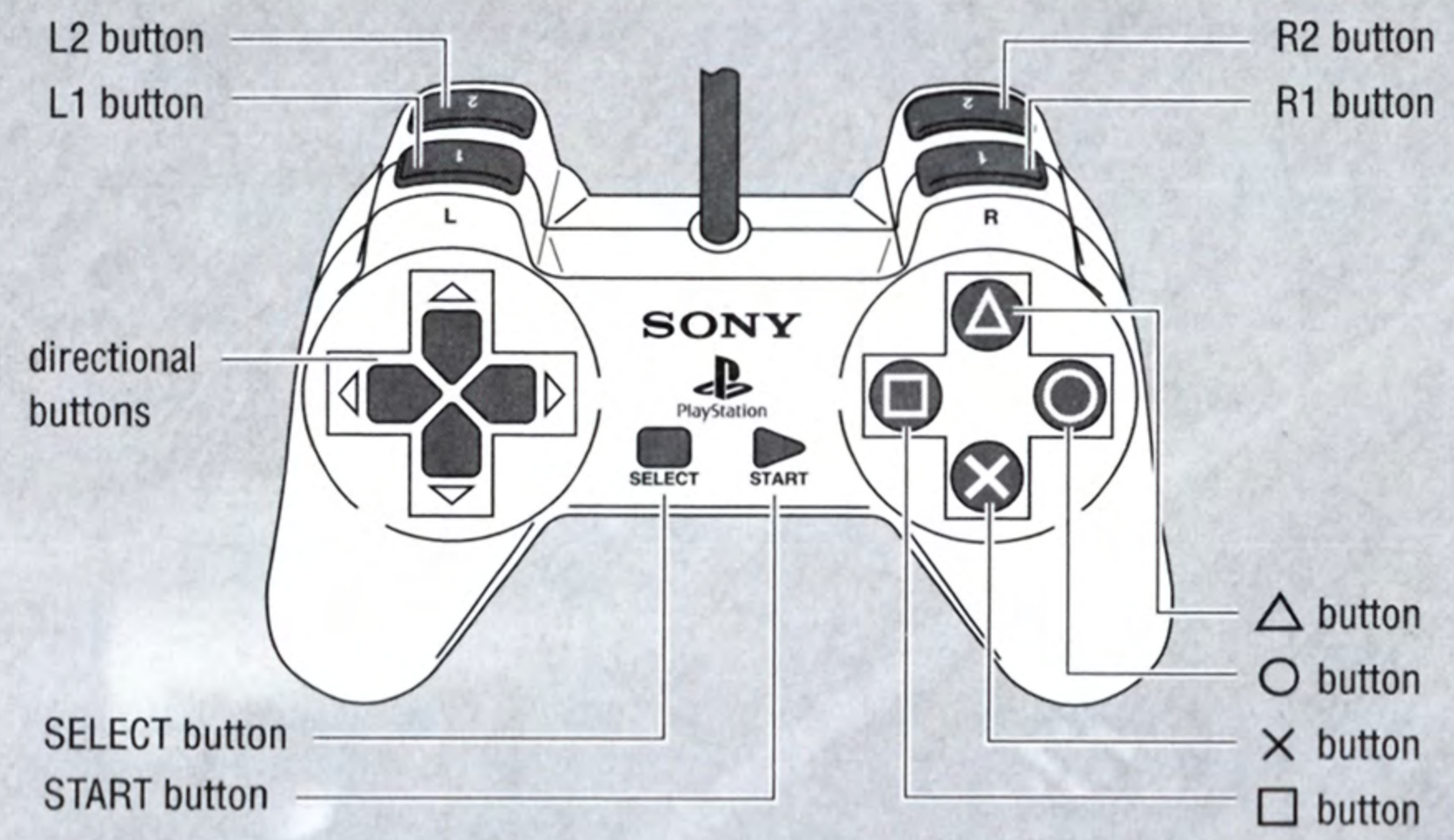
DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



L2 Button . . . . . Equip item (See p. 18 “Weapons & Items”)
L1 Button. . . . . Item quickchange (See p. 23 “Advanced Techniques”)
R2 Button . . . . . Equip weapon (See p. 18 “Weapons & Items”)
R1 Button . . . . . Weapon quickchange (See p. 23 “Advanced Techniques”)
Directional Buttons . Normal: Run
First Person View Mode: Adjust view
(See p. 10 “Camera Modes”)
Select Button . . . . Activate Codec (See p. 16 “Codec”)
Start Button . . . . . Pause
Left Stick . . . . . (Analog Switch must be “ON”) Normal: Run
First Person View Mode: Change view. (See p. 10 “Camera Modes”) **NOTE:** Right Stick: Not used
Analog Mode Switch Switch must be “ON” to use the Left Stick.
Vibration function works with switch ON or OFF.
(See p. 21 “Briefing & Options”)
△ **Button** . . . . . First Person Button: Enters
First Person View Mode (See p. 10 “Camera Modes”)
□ **Button** . . . . . Weapon Button: Weapon equipped: Use weapon.
Barehanded: Throw or strangle.
(See p. 23 “Advanced Techniques”)
○ **Button** . . . . . Normal: Punch & Kick or Action
Back against wall: Tap on wall (See p. 6 “Special Controls”) Menu Screens: Select Item/Option
× **Button** . . . . . Crawl Button: Press to duck down.
Once ducked, press the Directional Buttons to crawl.
Menu Screens: Cancel / Exit Option

STARTING UP

Normal Controller



L2 Button . . . . . Equip item (See p. 18 “Weapons & Items”)
L1 Button. . . . . Item quickchange (See p. 23 “Advanced Techniques”)
R2 Button . . . . . Equip weapon (See p. 18 “Weapons & Items”)
R1 Button . . . . . Weapon quickchange (See p. 23 “Advanced Techniques”)
Directional Buttons . Normal: Run
First Person View Mode: Adjust view
(See p. 10 “Camera Modes”)
Select Button . . . . Activate Codec (See p. 16 “Codec”)
Start Button . . . . . Pause
△ Button . . . . . First Person Button: Enters First Person View Mode
(See p. 10 “Camera Modes”)
□ Button . . . . . Weapon Button: Weapon equipped: Use weapon.
Barehanded: Throw or choke.
(See p. 23 “Advanced Techniques”)
○ Button . . . . . Normal: Punch & Kick or Action
Back against wall: Tap on wall
(See p. 6 “Special Controls”)
Menu Screens: Select Item / Option
× Button . . . . . Crawl Button: Press to duck down.
Once ducked, press the Directional Buttons to crawl.
Menu Screens: Cancel / Exit Option

STARTING THE GAME

New Game
Begin the mission. Select the difficulty of the mission: EASY, NORMAL or HARD.

NOTE: The EXTREME difficulty setting can only be selected after completing the game on 1 of the other settings.

Option
Adjust various game settings.
(See p. 21 “Briefing & Options”)

Briefing
View the mission briefing videos. (See p. 21 “Briefing & Options”)

VR Training
Train in a VR environment. (See p. 22 “VR Training”)

Load Game
Select this to view the Data Selection Screen. You must have previously saved a game to the Memory Card. (See p. 15 “Saving & Loading”)

Special
View information from your previous operations.

Changing the Discs

If you have Disc 2 save data, you can start the game from Disc 2.

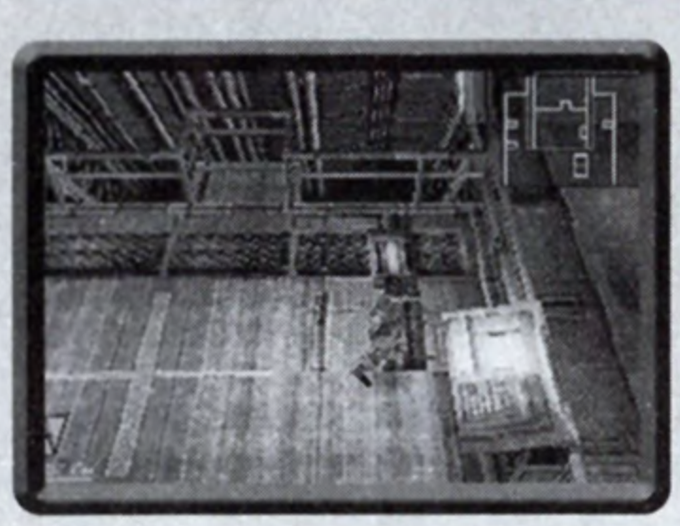
This game uses two discs. When the Disc Exchange Screen is displayed, exchange the discs following the on-screen instructions.

About the CD Icon
If the PlayStation’s working environment is unsuitable or if it has been in operation for a very long time, the CD-ROM may not read properly. When the CD-ROM continues to read improperly for an extremely long time, the CD Icon may appear on the screen. When this happens, we recommend that you interrupt the game and turn the power off temporarily.

SPECIAL CONTROLS

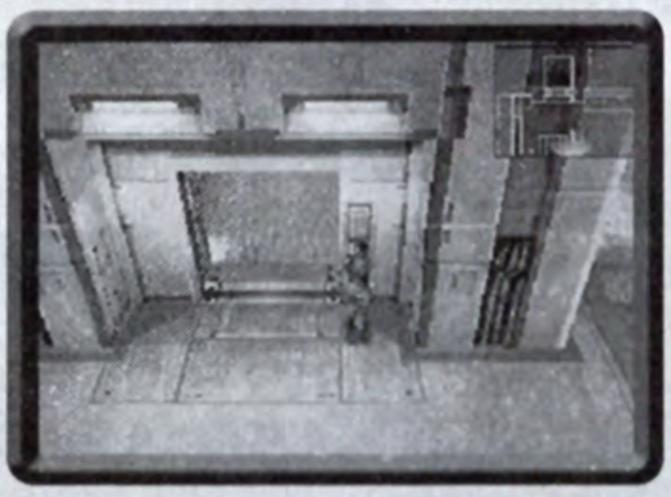
Sticking to Walls

You can stick your back up against walls and other objects by pressing and holding the Directional Button in the direction of the wall or object.



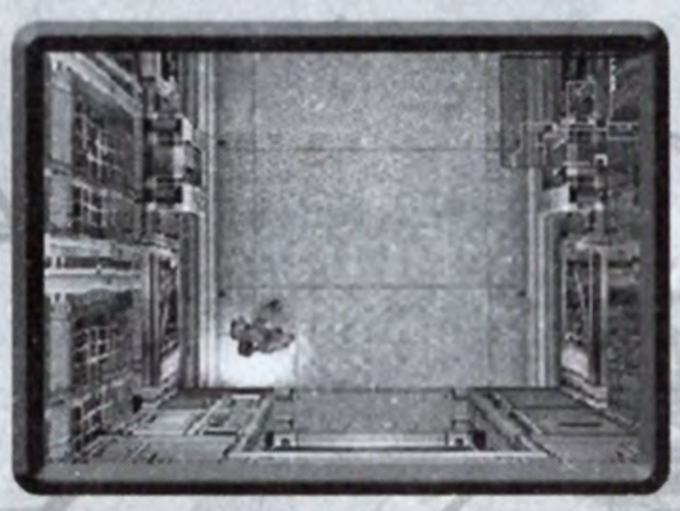
Cargo Elevator Control Panel

Press the Action Button while standing in front of the control panel to operate the elevator.



Elevator Controls #1

To call the elevator, press the Action Button while facing the control panel next to the elevator. Occasionally, it may take some time for the elevator to appear.



Elevator Controls #2

Stand in front of the control panel inside the elevator and the Floor Buttons will be displayed.

Elevator Controls #3

Press up or down on the Directional Buttons to highlight a floor and use the Action Button to select the floor you want to go to.

Climbing Up and Down Ladders

Press the Action Button in front of or at the top of a ladder to climb up or down.

SPECIAL CONTROLS

Entering and Exiting Air Ducts

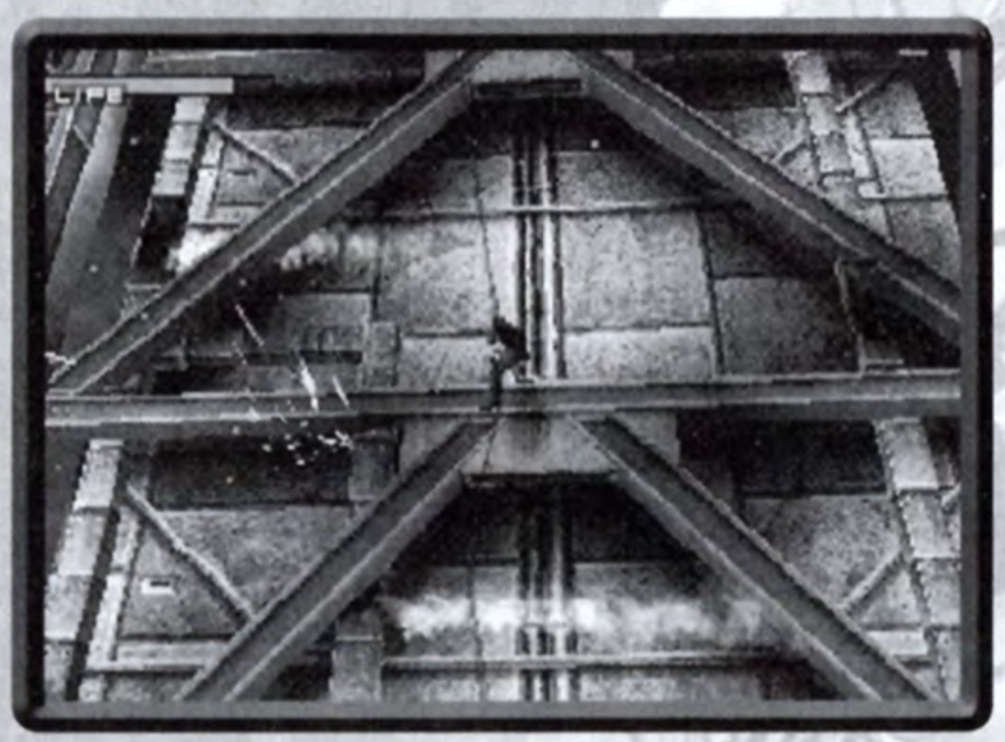
Crawl to enter or exit an air duct. After pressing the Crawl Button, use the Directional Button to move into crawling position. When you are inside an air duct, you will be in Intrude Mode. (See p. 10 "Camera Modes")

When Using a Cardboard Box

Although you can move normally while inside a cardboard box, your First Person View Mode is restricted, as if you are peeking through a hole in the box. As long as the enemies don't see you moving, they may just think that you're a cardboard box and ignore you.

Special Events

Rappelling



⊗ Button: Jump off the wall. Press down on the Directional Buttons while in mid-air to descend. Press right or left on the Directional Buttons while jumping to jump in either direction.

◉ Button: Press and hold so Snake's feet will remain on the wall. Press the Directional Button while your feet are against the wall to move slowly in that direction.

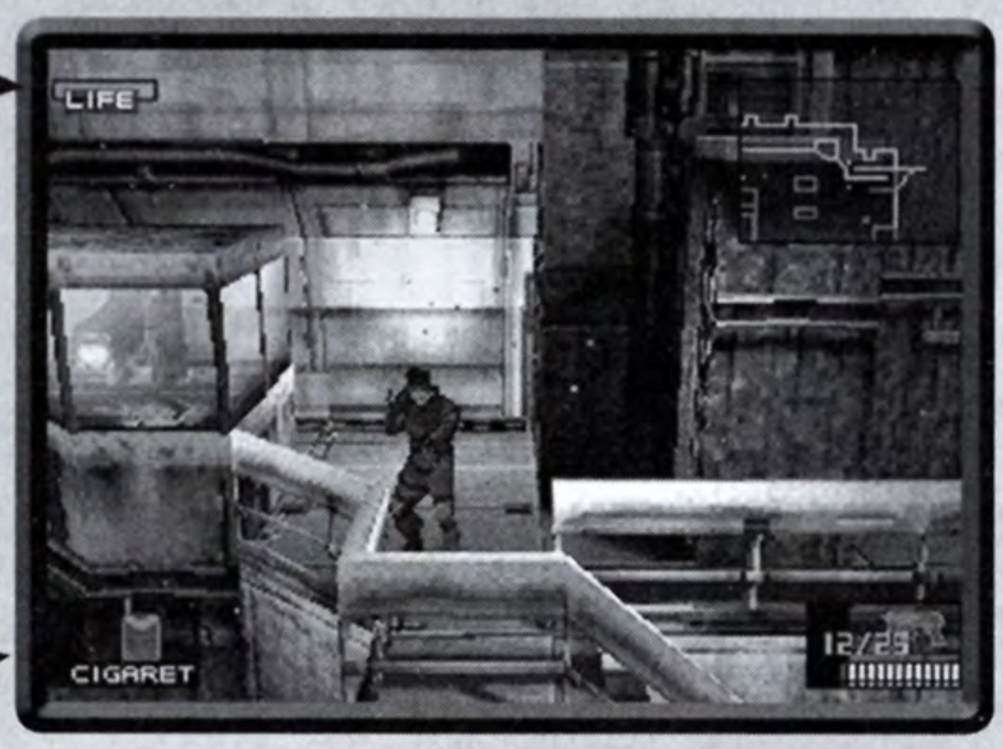
Torture Event

◉ Button: Press repeatedly to restore your Life. Select Button: Submit to the torture.

You will continue to receive electric shocks until the Time Gauge runs out. Continue to press the ◉ Button to restore your Life. When your Life Gauge runs out, the game is over. However, if you "Submit" you can avoid ending the game.

NOTE: There are no continues in this portion of the game.

ON SCREEN DISPLAY



1. Life Gauge

Solid Snake's remaining life. It is displayed when Snake receives damage. When the Life Gauge reaches zero, the game is over. When a Boss enemy is defeated, your maximum life is increased according to the difficulty level you choose.

2. Item

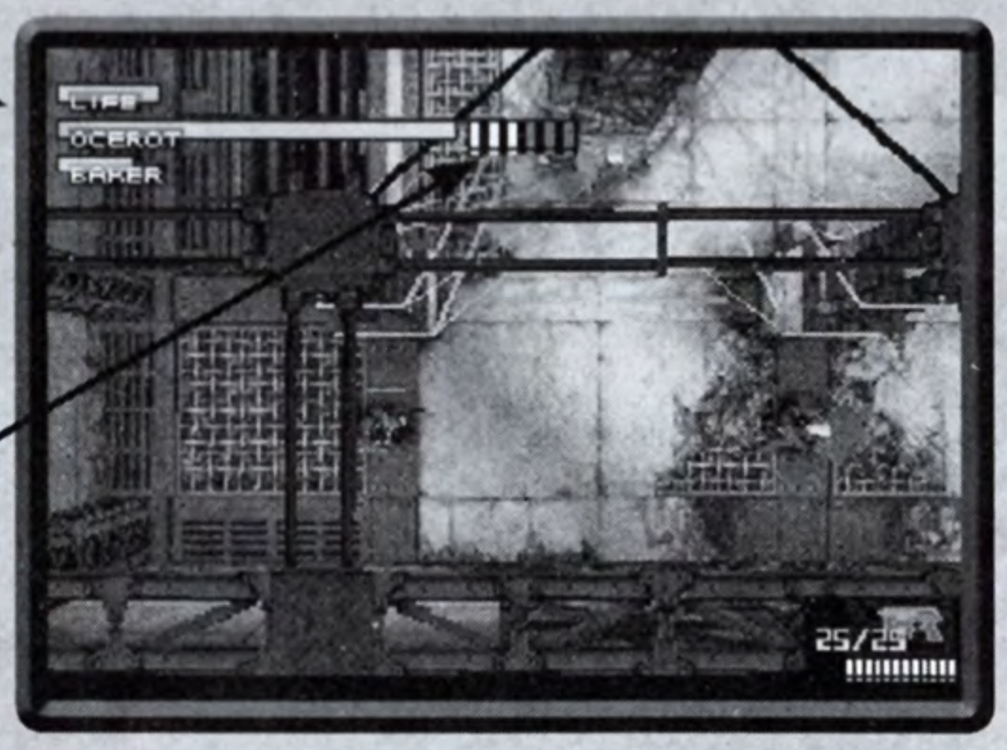
Displays the item you are currently equipped with. When nothing is equipped, nothing is displayed.

3. Weapons

Displays the weapon you are currently equipped with. When nothing is equipped, nothing is displayed.

02 (Oxygen) Gauge

This shows the player's remaining oxygen. This gauge will only be displayed in areas which are filled with water or with gas. Once the 02 Gauge reaches zero, the Life Gauge will begin to go down. Equipping the gas mask will cause your 02 Gauge to decrease slowly.



1. Boss enemy's Life Gauge

Shows the Boss enemy's remaining life.

2. Hostage's Life Gauge

Displayed when there is a hostage present. If the gauge reaches zero, the game is over.

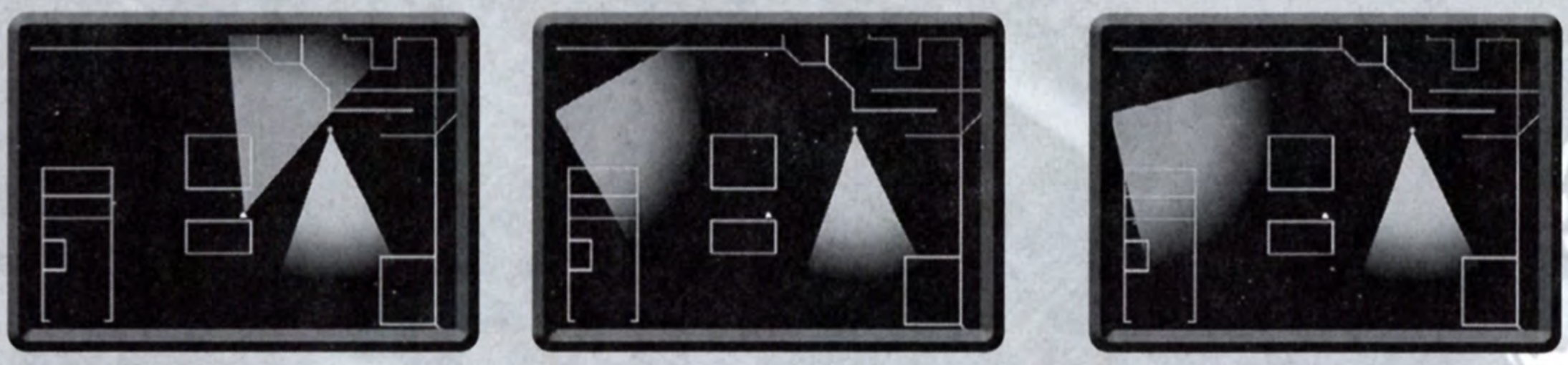
3. Bullet Gauge (Only VS. Revolver Ocelot)

Displays Revolver Ocelot's remaining number of bullets. When the gauge reaches zero, Revolver Ocelot will have to reload his gun.

ON SCREEN DISPLAY

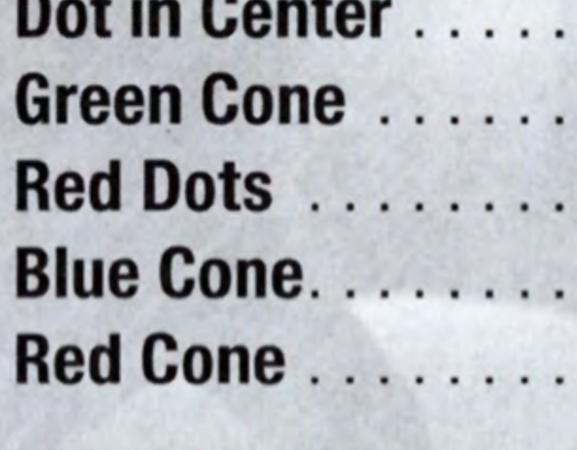
Radar

In Infiltration Mode



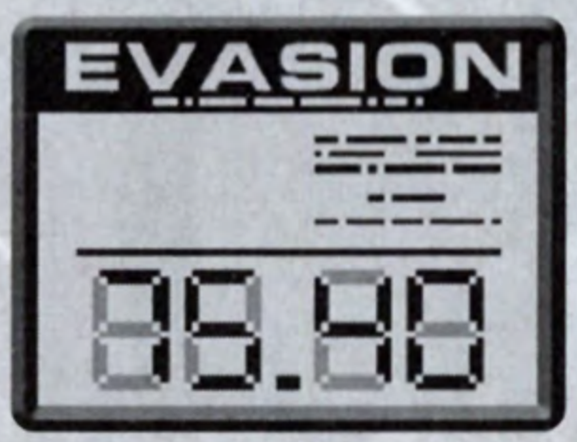
Dot in Center . . . . . Solid Snake
Green Cone . . . . . Solid Snake's field of vision in First Person View Mode.
Red Dots . . . . . Enemy soldiers
Blue Cone. . . . . Enemy soldier's normal field of vision
Red Cone . . . . . Enemy soldier's field of vision in "Noise Mode" or "Footprint Mode."
Yellow Cone . . . . . Surveillance camera's field of vision.

NOTE: The radar is not available in the HARD and EXTREME difficulty settings. Certain items that use the radar, such as the Mine Detector, will be ineffective in these modes.



Alert Mode

When you are discovered by an enemy, the game enters Alert Mode and your radar becomes unusable. Once you leave the enemy's field of vision, the countdown starts. When it reaches zero, the game enters Evasion Mode.



Evasion Mode

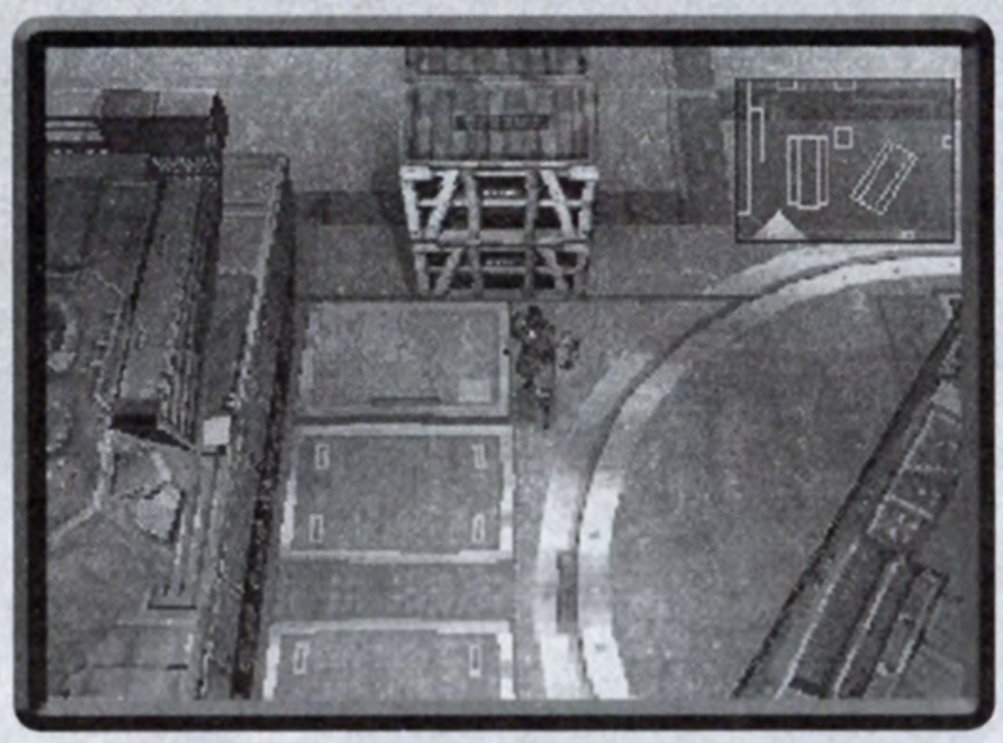
In this mode, the enemy soldiers are looking for Snake. If you are discovered again, the game reenters Alert Mode. If the countdown reaches zero, the game returns to Infiltration Mode. Radar is unusable in this mode.

Electronic Jamming

This is when the radar is unusable due to electronic jamming. During this time, weapons and other items which use electronic components, such as surveillance cameras and remote controlled missiles, will not function properly.

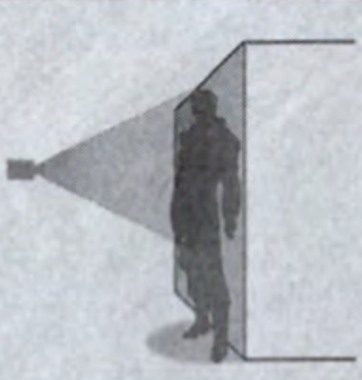
CAMERA MODES

"Metal Gear Solid" employs a variety of camera modes to create a feeling of participating in an infiltration mission packed with tension and excitement. Familiarize yourself with each unique camera mode and use them to your advantage.



Behind Mode

Use "Behind Mode" to spy on your surroundings while remaining hidden...



Stick up against certain walls or other objects by pressing and holding the Directional Button and the camera position will move to give you a strategic view of your area.

CAMERA MODES

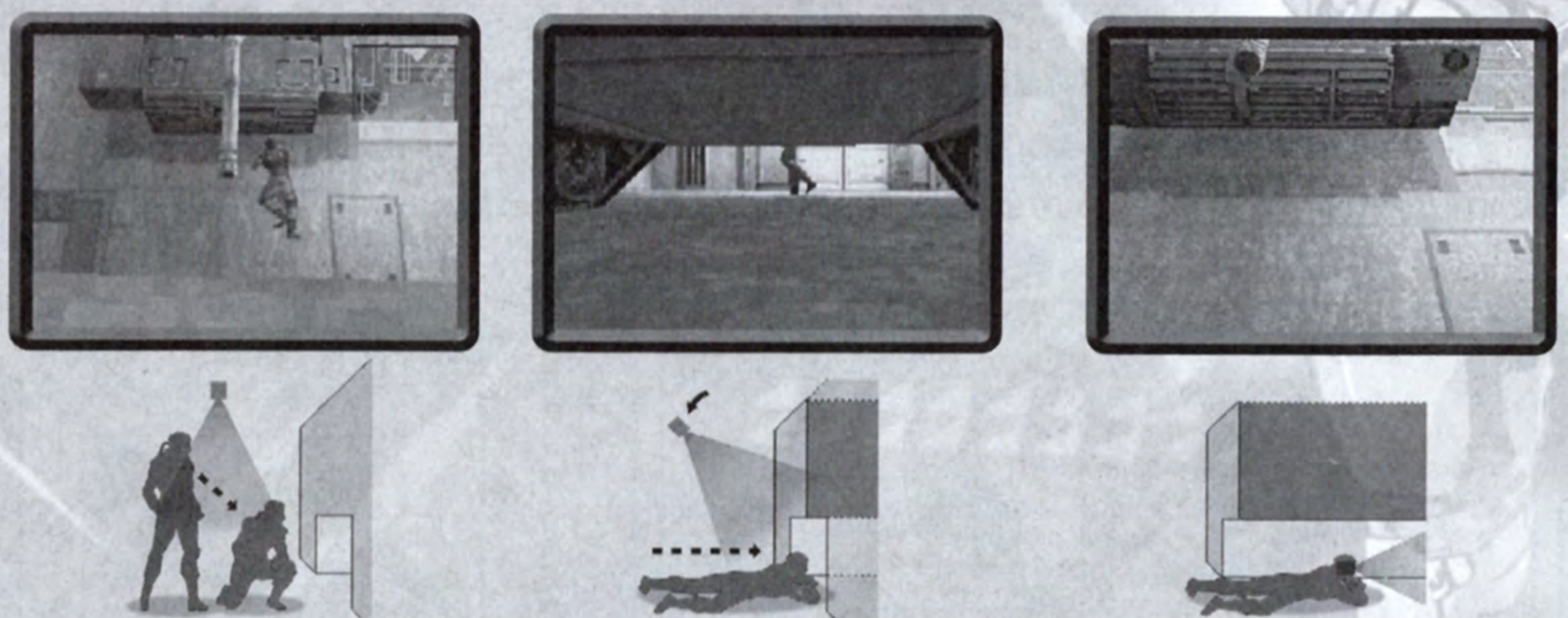
First Person View Mode

Use "First Person View Mode" to closely examine your immediate surroundings...

When you press the First Person View Mode Button, the camera shifts to the player's viewpoint. If you press the Directional Buttons while holding the First Person View Mode Button, you can change the direction that Snake is looking in. While in First Person View Mode your field of vision is represented as a green cone on your radar. (See p. 23 "Advanced Techniques")

Intrude Mode

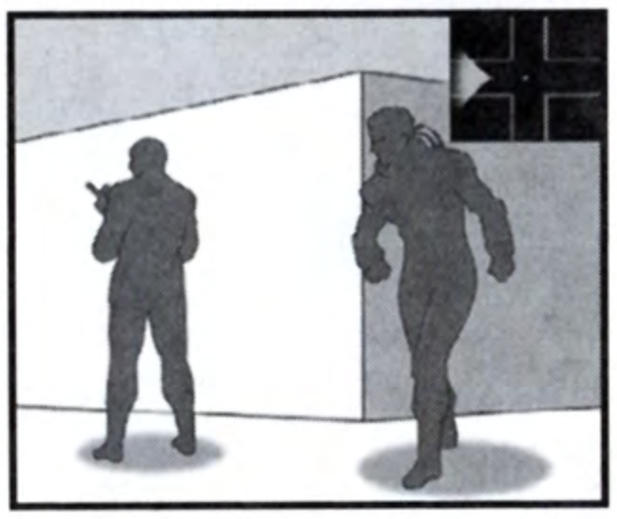
"Intrude Mode" operates when you are crawling through narrow areas...



When crawling in tight, narrow spaces, the camera shifts to the player's point of view. Advance by pressing up on the Directional Button and press down to go backwards. You can also turn right or left by pushing in either direction. You can use the First Person View Mode while in Intrude Mode to get a better look around.

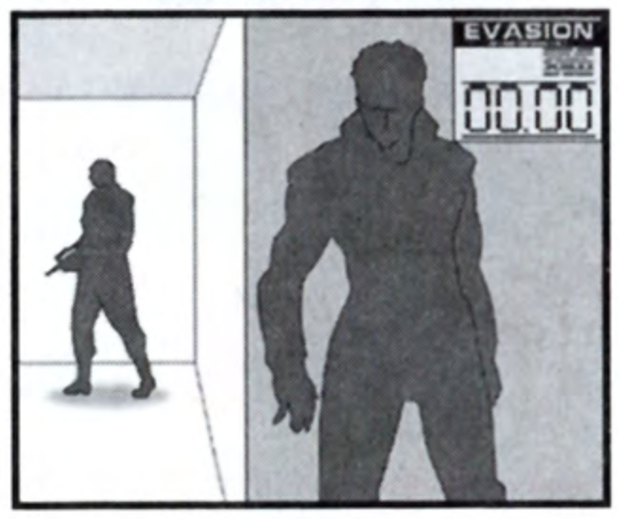
ENEMY ALERTNESS LEVEL

Infiltration Mode



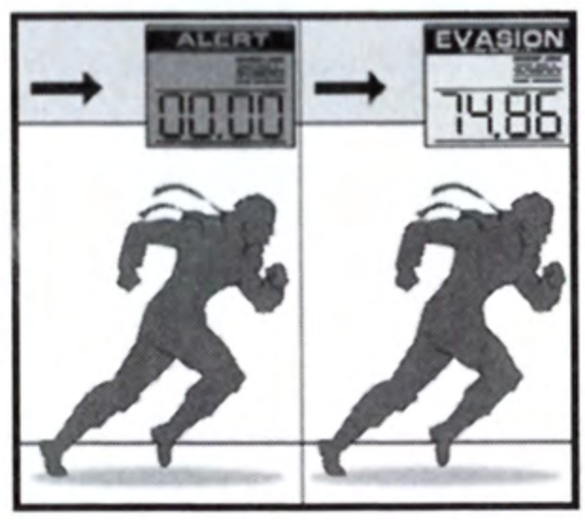
Infiltration Mode is the standard mode when Snake has not been discovered by enemy soldiers or surveillance cameras.

Evasion Mode



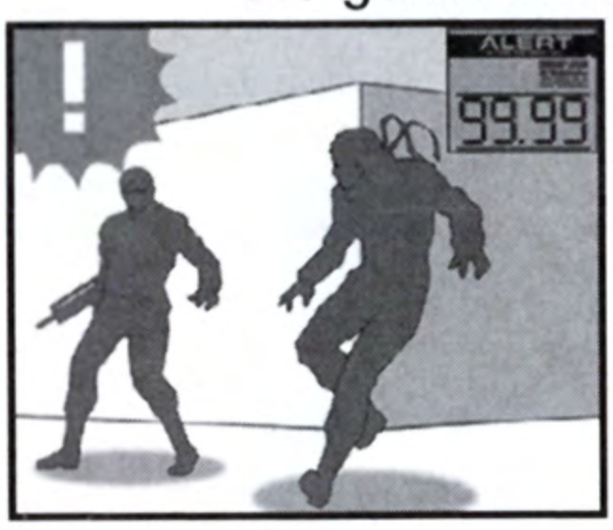
In Evasion Mode, the enemy soldiers are no longer patrolling their routes and are actively searching for Snake.

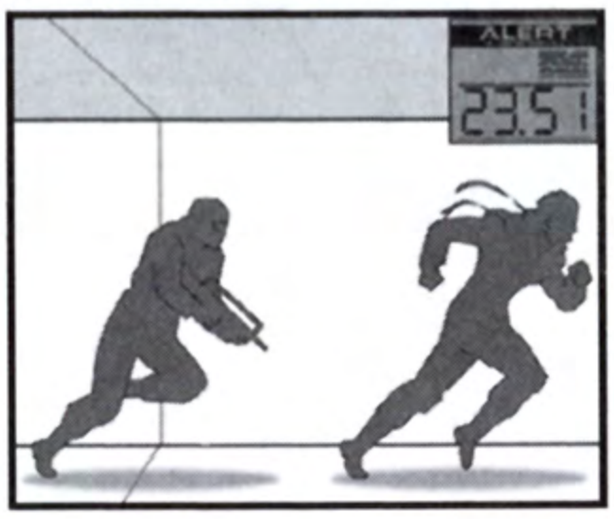
If the soldiers lose sight of Snake, the game will enter Evasion Mode. In Alert Mode, the enemies already know that Snake is around, so even if a noise is made, the game will not enter "Noise Mode."



Alert Mode

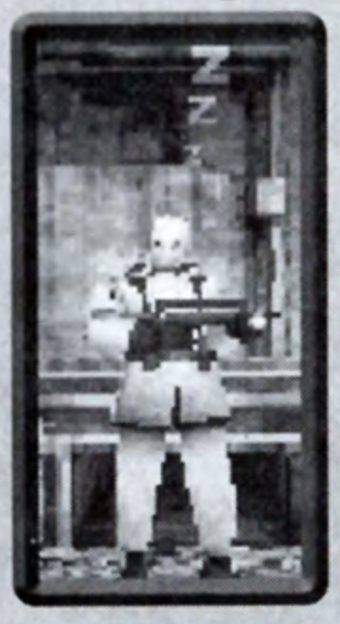
When Snake is discovered by an enemy soldier or a surveillance camera, the game enters Alert Mode.





ENEMY ALERTNESS LEVEL

Enemy soldier movement in Infiltration Mode



In Infiltration Mode, enemies generally patrol along a certain route. When the enemy soldiers hear a noise in Infiltration Mode, they leave their patrol route and investigate in the direction of the noise. This is called "Noise Mode" and the enemy's field of vision is displayed on the radar as a red cone.

If the enemy soldiers search the area where the noise was made and find nothing unusual, they will return to their normal patrol routes. It is also possible to intentionally make a noise to lure the enemy soldiers in a particular direction. When you kill an enemy in this mode, he may drop an item.

Enemy soldier movement in Evasion Mode

If the enemy soldiers rediscover Snake in Evasion Mode, the game will reenter Alert Mode. On the other hand, if the player can stay out of sight of the enemy until the counter reaches zero, the game will once again enter Infiltration Mode and the enemies will quickly return to their patrol routes.

In Evasion Mode, just as in Infiltration Mode, it is possible to use "Noise Mode" to lure your enemy in a particular direction.

Enemy soldier movement in Alert Mode

In Alert Mode, the enemy soldiers will call in reinforcements and attack Snake. If the soldiers lose sight of Snake, the game will enter Evasion Mode.

GAME OVER

When either the player's Life Gauge or a hostage's Life Gauge reaches zero, the game will be over. In some stages, there are also traps which will cause the game to end if they are triggered. After the "Game Over" screen, wait a few seconds and the option to Continue or Exit will automatically be displayed.

Continue

Restarts the game from the nearest Continue Point. There is no limit to the number of continues.

Exit

Quit the game and return to the Title Screen.

Continue Points

Continue Points occur after moving to a new area or before fighting an enemy boss.

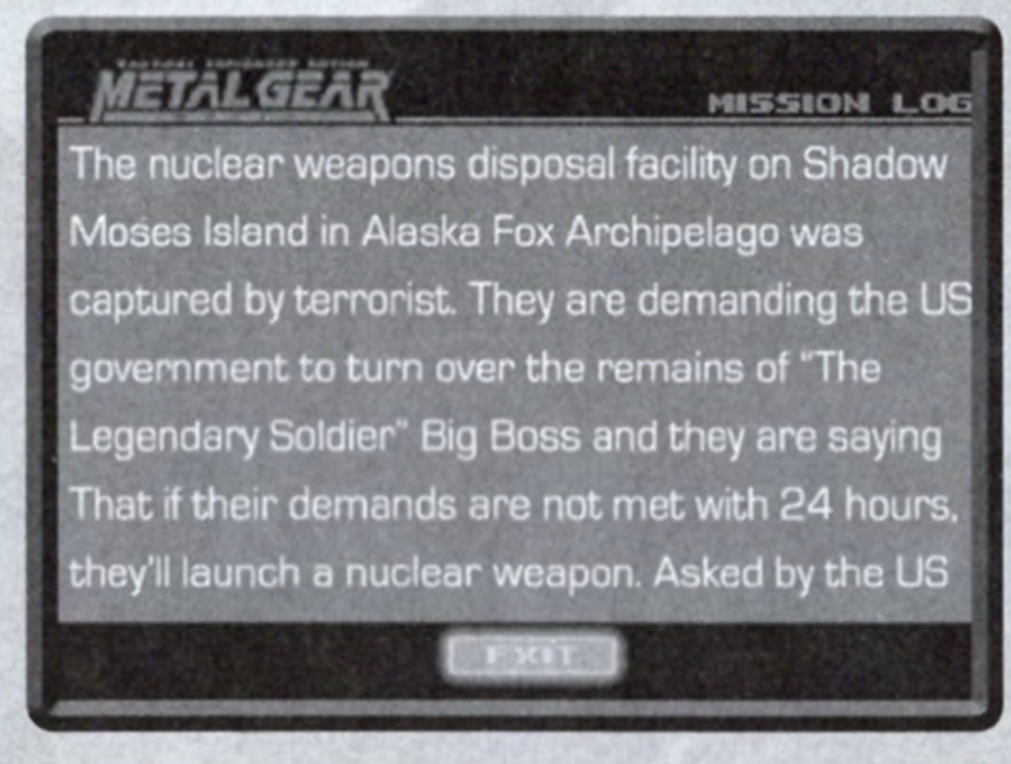
SAVING & LOADING

Saving

Saving a game in "Metal Gear Solid" saves the player's game at the nearest Continue Point. Save the game by contacting Mei Ling on the Codec. (See p. 16 "Codec")

Loading

Select "Load Game" at the Title Screen and the Data Selection Screen will be displayed. When the data is loaded, the game will restart from the saved Continue Point.


METAL GEAR
MISSION LOG
The nuclear weapons disposal facility on Shadow Moses Island in Alaska Fox Archipelago was captured by terrorist. They are demanding the US government to turn over the remains of "The Legendary Soldier" Big Boss and they are saying That if their demands are not met with 24 hours, they'll launch a nuclear weapon. Asked by the US
EXIT

Mission Log

This provides the player with a simple summary explaining the player's goal and actions up to that point. You can only view the Mission Log after you have loaded a saved game.

CODEC

Codec Mode

Press the Select Button to enter the Codec Mode. By using the Codec, Snake can get support from various people. During the game, they can provide Snake with information and answers to different puzzles and problems.

Incoming Calls

When Snake receives a call on the Codec from another character, the Call sign will be displayed. Press the Select Button to enter Codec Mode and the communication will begin. Calls provide particularly important information, so make sure you always answer them.

How to Use the Codec

Transmission Procedure

1. **Selecting a frequency:** Press the Directional Button right or left to adjust the frequency.

2. **Starting a transmission:** Press up on the Directional Button or press the ◉ Button to start a transmission. If you have not selected the proper frequency, the message "NO RESPONSE" will be displayed. Sometimes even when the correct frequency has been selected, there may be no answer depending on the circumstances of the person you are calling.

3. **Using the Memory Feature:** Press down on the Directional Button to open the Memory Window (list of people with whom you have communicated). Choose the person you wish to call with the Directional Button. Press the ◉ Button to begin a transmission to that person or press the ✕ Button to cancel and close the Memory Window.

4. **Exiting the Codec Mode:** Press the Select Button while not transmitting to exit Codec Mode.

Saving Your Progress

Call Mei Ling to save your game. After the Memory Card window is displayed, select the Memory Card and block you wish to save to. Saving a game in "Metal Gear Solid" saves the player's game at the nearest Continue Point. One memory block is required to save one game.

CODEC FREQUENCIES

Frequency List

Character	MHz	Information
Roy Campbell	140.85	As commander of the operation, he provides Snake with hints on how to advance in the game and useful information on the controls.
Naomi Hunter	140.85	As chief of FOXHOUND's medical staff, she can provide details about FOXHOUND as well as information about the boss enemies.
Mei Ling	140.96	She's in charge of communications for this operation and is an expert in imaging technology. She is responsible for saving mission data.
Nastasha Romanenko	141.52	A military analyst, Nastasha provides information about weapons and nuclear technology as well as tips about how to use your weapons and items.
Master Miller	141.80	As a former survival instructor, he gives psychological advice as well as tips about various special techniques. He also has a wealth of information about Alaska.
Meryl Silverburgh	140.15	Provides support and valuable background information.

WEAPONS & ITEMS

How to Equip Items

Equipping Weapons

Press and hold the R2 Button to display the Weapon Window. Select the weapon you want to equip with the Directional Button and release the R2 Button to equip the weapon. If you decide not to equip a weapon, select "No Weapon."

The numbers below the weapon icon show the remaining / maximum ammo.

Equipping Items

Press and hold the L2 Button to display the Item Window. Select the item you want to equip with the Directional Button and release the L2 Button to equip the item. If you decide not to Equip an Item, select "No Item."

The numbers below the item icon represent the current / maximum number of items.

Getting Items

Items can be acquired by retrieving item boxes. You can use First Person View Mode to see what is inside an item box before you pick it up.

- You cannot hold more items or ammo than the maximum limit. When you have reached your maximum limit, the message "FULL" will be displayed and the item box will remain unretrieved.
- If an item box contains ammunition for a weapon that you have not yet acquired, the message "GET WEAPON FIRST" will be displayed.

WEAPONS & ITEMS

List of Main Items

Some items may be unusable depending on the area and the circumstances. In those cases, one of the icons shown above will be displayed in the Item Window.

SCOPE (Binoculars): Magnifying binoculars. ◉ Button to zoom in, ⊗ Button to zoom out.

CIGARET (Cigarettes): Solid Snake's favorite brand. Smoking is hazardous to your health.

RATION (Military rations): Restores your life gauge. Press the ◉ Button while the Item Menu is open to increase your life a certain amount. If your Life Gauge reaches zero while you have rations equipped, they will be used automatically.

CARD LV1 (Level 1 security card): Equip this card to open all security doors Level 1 and below. You will need to acquire higher level cards to progress. Use First Person View Mode to check the door's security levels.

C.BOX A (Cardboard Box A): "To the Heliport" is written on it. Equip to have Snake hide inside the cardboard box. It may fool the enemy soldiers...

THERM.G (Thermal Goggles): Night vision equipment. Employs thermal imaging to enhance the heat signatures of items and enemies.

Weapons List

During the game, the player will be able to utilize a variety of different weapons. Familiarize yourself with each weapon's characteristics and use them wisely. Contact Nastasha to learn more about the different weapons. (See p. 17 "Codec Frequencies")

SOCOM (SOCOM pistol): Semi-automatic pistol. Press the Weapon Button to aim, release to fire. It can also be equipped with a suppressor.

FA-MAS (FA-MAS rifle): Assault rifle. Fire by pressing the Weapon Button. Press and hold to fire on full-auto.

WEAPONS & ITEMS

C4 (C4 explosive): Plastic explosive. Press the Weapon Button to set. Press the Action Button to detonate.

GRENADE (Hand Grenade): Fragmentation grenade. Press the Weapon Button to pull the safety pin and release to throw. Explodes five seconds after pin is pulled.

CHAFF.G (Chaff Grenade): Electronic jamming grenade. Press the Weapon Button to pull the pin, release to throw. Jams electronics by dispersing metallic strips. Explodes five seconds after pin is pulled.

STUN.G (Stun Grenade): Special sound and flash grenade. Press the Weapon Button to pull the pin, release to throw. Temporarily stuns enemies. Explodes five seconds after pin is pulled.

NIKITA (Remote Controlled Missile): Remote controlled missile. Press the Weapon Button to fire. After firing, use the Directional Button to guide. Press the First Person Button to change to missile's view. Can't be guided in areas with electronic jamming.

CLAYMORE (Claymore Mine): Anti-personnel landmine. Press and hold the Weapon Button to arm. Release the Weapon Button to set. Explodes when an enemy or Snake enters the active area. Crawl to disarm and retrieve.

STINGER (Stinger Missiles): Radar-guided missiles. Game enters Scope Mode when equipped. Use the Directional Buttons to aim, and the Weapon Button to fire.

PSG1 (PSG1 rifle): Sniper rifle. When equipped, game enters Scope Mode. Press the Directional Buttons to move the sights and the Weapon Button to fire.

CAMERA (Digital Camera): When equipped the screen changes to the camera's viewfinder. Press the ◉ Button to zoom in, and the ⊗ Button to zoom out. Press the ▣ Button to snap the photo. You can save a copy of the photo onto a Memory Card (a photo takes up two memory blocks).

When photo data is saved, a new option, "ALBUM," will be available in the "SPECIAL" directory from the Title screen.

BRIEFING & OPTIONS

Briefing

You can change the camera only when a message is displayed in the upper right of the screen.

CAMERA FREE: △ Button to zoom in, □ Button to zoom out.

CAMERA CHANGE: Press the ○ Button to change the camera angle (3 options: A / B / C)

Options

Change the various game settings.

Caption
Turn the subtitles ON / OFF.

Sound
Select between STEREO or MONAURAL sound.

Vibration
(Displayed only when an Analog Controller is connected)

Turn the analog controller's vibration function ON / OFF.

Vibration Test
(Displayed only when an Analog Controller is connected)

Press the Directional Button right or left to test.

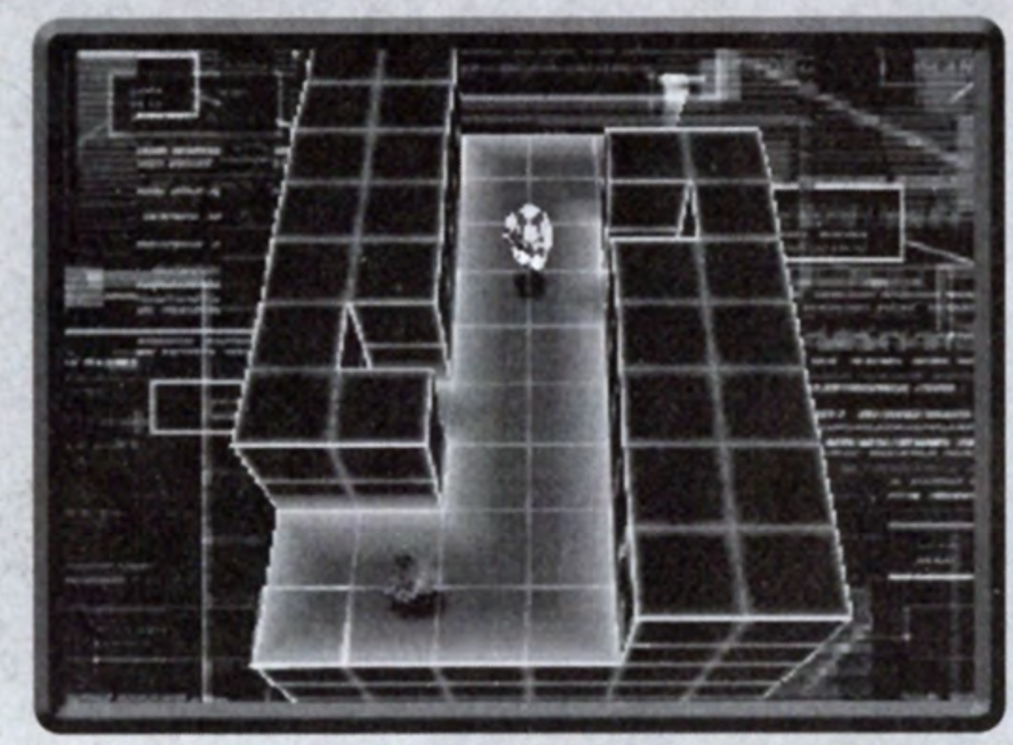
Exit
Return to the Title Screen.

Key Config
Adjust the controller's button configuration.

Screen
Adjust the brightness of your television.

VR TRAINING

Virtual Reality infiltration training with 3 different modes. The controls are the same as in the normal game.



Training Mode

Reach the goal without being spotted by enemies. Simulation ends when spotted.

Time Attack Mode

Reach the goal within the allotted time. Simulation ends when spotted or when time runs out. This can only be selected after TRAINING MODE is completed.

Gun Shooting Mode

Use your SOCOM pistol to reach the goal in the allotted time. The goal appears after all enemies are killed. SOCOM ammo is limited and exchanged for time when goal is reached. This can only be selected after TIME ATTACK MODE is completed.

Special

As the game progresses, more menu choices appear.

Previous Operations

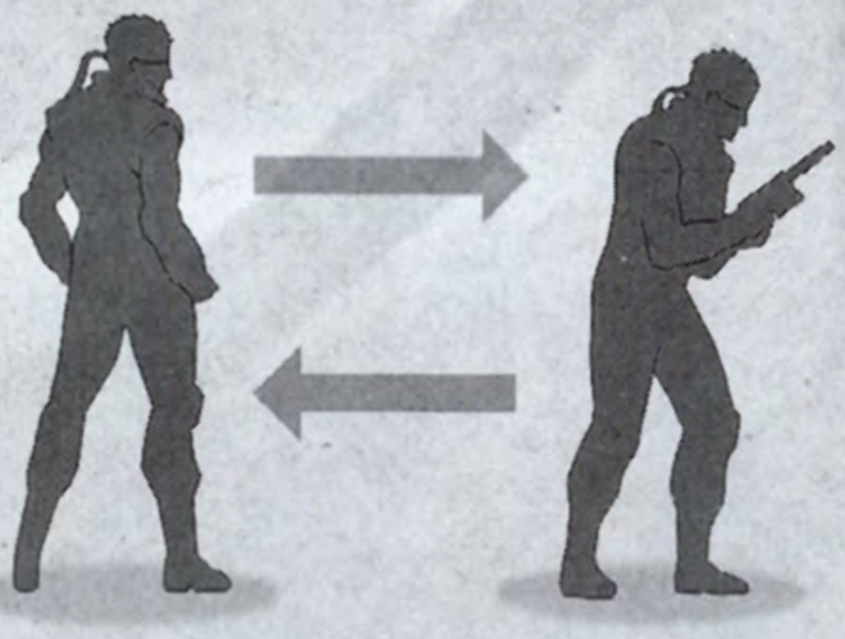
Read the background stories from “Metal Gear” and “Metal Gear 2: Solid Snake.”

ADVANCED TECHNIQUES

Strangle

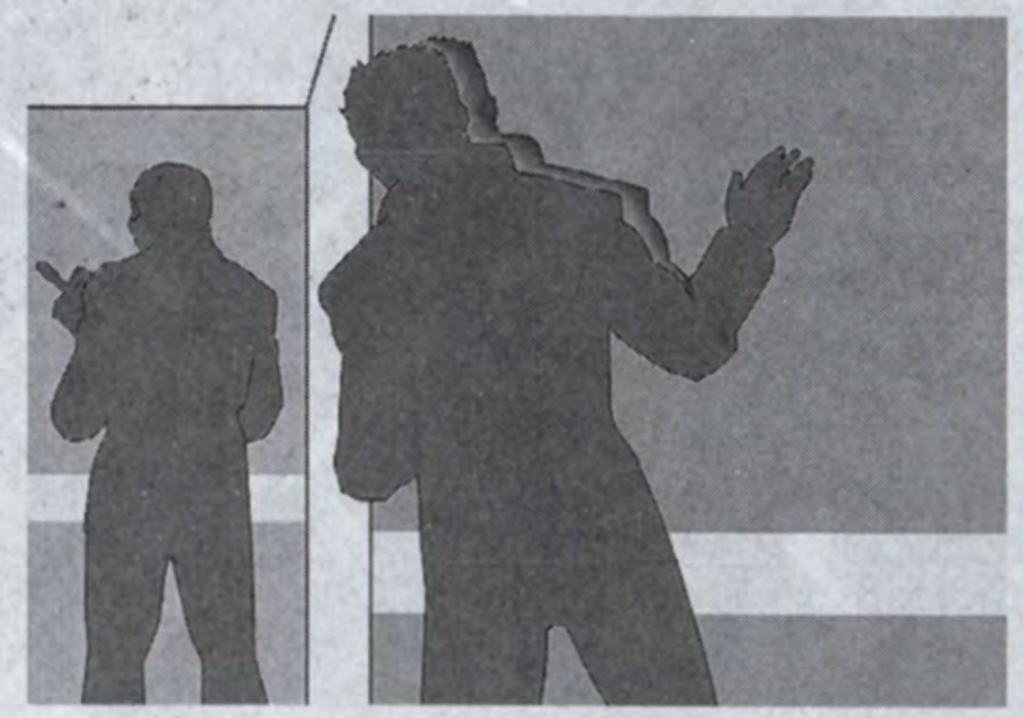
When you're not holding a weapon and you press the Weapon Button (without pressing the Directional Button) while close to the enemy, you can strangle the enemy.

- If you press the Directional Button while strangling your enemy (hold the Weapon Button), you can drag the enemy.
- If you repeatedly press the Weapon Button while strangling, you can snap your enemy's neck.



Quick Change

You can equip and unequip your weapons or items without opening the windows by pressing the R1 or L1 Buttons. If you press the button while an item is equipped you will unequip it, and if you press the button when nothing is equipped, the last item / weapon used will be equipped.



Quick Peek

If you press the R1 or L1 Button while in First Person View Mode, you can take one sidestep to the right or left respectively. When you release the button, you'll return to your original position. It's a good technique for taking a peek around walls or objects while remaining hidden in the shadows.

ADVANCED TECHNIQUES

Tactical Reload and Shooting While Running

Reloading during a battle can be very dangerous because it leaves you temporarily defenseless. When it looks like you are about to run out of ammunition, press the R1 Button twice. This will cancel your action and make Snake reload his gun. You can also run while shooting with the SOCOM or FA-MAS by pressing the Crawl Button while holding down the Weapon Button.

Luring and Noise Mode

When the enemy soldiers hear a strange noise they'll leave their patrol route and check out the area that the noise came from. Once they confirm that there's nothing unusual, they'll return to their patrol route. Press the Action Button when you're up against a wall or other obstacle to make a noise. If you do it right, you should be able to lure the enemy soldier your way.

WARRANTY

Konami Digital Entertainment, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty and Technical Service number at 310.220.8330 or 310.220.8331 from 9:00 am EST to 9:00 pm EST, Monday-Friday, or send an email to support@konami.com. All products must be deemed defective by a Konami Customer Service representative and an RMA number assigned prior to returning the product, all products received not matching this criteria will be returned if a Konami Customer Service Representative can not reach you within three days upon receipt of the unauthorized return.

Konami Digital Entertainment, Inc.
Attention: Customer Service RMA #XXXX
2381 Rosecrans Ave, Suite 200
El Segundo, CA 90245
USA

CUSTOMER SERVICE

If you feel stuck in the game or just need a boost, don't worry! You can write to our game experts at support@konami.com or view our Support section at www.konami.com.

KOJIMA
PRODUCTIONS

Konami Digital Entertainment, Inc.
2381 Rosecrans Avenue, Suite 200
El Segundo, CA 90245

© 1987 1998 Konami Digital Entertainment Co., Ltd. "Metal Gear Solid" is a registered trademark of Konami Digital Entertainment Co., Ltd. KONAMI is a registered trademark of KONAMI CORPORATION. Distributed by Konami Digital Entertainment, Inc.